

V5: Hedge Magic

The Vampire's Guide to Mortal Sorcery

A homebrew by Gemstils

(Version 6)

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What Is This Document?

This homebrew document is an attempt at bringing Hedge Magic/Sorcery into the 5th edition of **Vampire: The Masquerade**, updating and simplifying the concepts of the Numina to fit into V5 mechanics and design philosophy. The systems presented here are made to be applicable to any mortal character in a similar fashion to how they were in previous editions, though greatly summarized to allow quick and easy use without requiring too many new systems.

In line with much of V5, it has been a high priority to avoid repetitions of powers, something that the levels of Sorcery in previous editions heavily relied on. For that reason, Hedge Magic functions as a single trait with various associated Rituals to represent the different Paths, similar to the new version of Blood Sorcery.

While the main intent of the document is for Storytellers to create simple Hedge Magician SPCs and antagonists, these rules have also been made so that mortal player characters could - in theory - learn and make use of them, including rules for experience progression etc.

Recommended Reading:

A majority of the information presented here is directly inspired by the Hedge Magic Numina included in **The Hunters Hunted II (V20)**, where further reading on the subject can be found. If one wishes a much more in-depth look into the lore, societies and detailed mechanics of Sorcerers, **World of Darkness: Sorcerer** and **Sorcerer Revised Edition** are recommended.

For other excellent homebrew that goes into the topic of Numina and mortal characters, check out:

- **Fragile Mortality** - Alratan's rules for creating mortal characters in V5, including alternative rules for the True Faith Numina, of which many rules in this document are inspired.
- **Numina for V5** - gfauxpas' rules for Numina, including another V5 update of Hedge Magic that more closely follows the traditional 1-5 dot rules from previous editions.

Hedge Magic

Hedge Wizardry, Linear Magic, Sorcery, Theurgy, Witchcraft.

Humanity has always told tales of miracle-workers, those who through strange rituals and incantations can produce wonders beyond what should be possible. Whether they appear as witches, enchanters or wise old men, there are those mortals who know the secrets of the occult, and the powers that follow. Known as Hedge Magic, these sorcerous powers are the stuff of folklore and superstitions, allowing mortals to heal wounds or read the future.

Known to some as a kind of *Numina*, i.e. a supernatural power employed by otherwise normal mortals, Hedge Magic is a loose collection of disparate paths and ancient cultural practices. This type of folk magic is incredibly rare and difficult to master, typically only taught through old family tradition and many years of dedication.

Hedge Magic Rating

Hedge Magic, similarly to True Faith or vampiric Disciplines, appears in a rating from 1 to 5. But unlike those powers, a dot of Hedge Magic does not have any specific innate abilities tied to it. Instead, each individual level of Hedge Magic allows the mortal that possesses it to specialize in one additional *Path*.

Different schools of mortal Sorcery are divided into various Paths, diverse applications of Hedge Magic that each fulfil various purposes. Though the Paths tend to focus on a single specialized power, they can each prove effective for a skilled caster. See a list of Paths below.

- You are an initiate in the ways of magic.
- You are an about average Hedge Magician.
- Above the level of most, your skill is valuable.
- You've dedicated your whole life to magic.
- Your magical mastery is legendary.

Process & Outlook

Hedge Magic, as the name implies, is often based in folklore and fables, usually passed down through oral traditions all around the world. As such, despite the known Paths being fairly defined, there is incredible variety to the various techniques these Sorcerers use to create their effects, reflecting the specific tradition or culture from which their Hedge Magic originates. Some take a religious or shamanistic approach to use animal sacrifices in their magic, others perform rituals similar

to that of modern Wiccans, and some come from old schools of Hermetic high magic that prioritise study through tomes and discipline.

Whatever tradition a Hedge Magician comes from, it will show clearly in the required ingredients and process for casting their rituals. Should the caster be a player character, work with the Storyteller to determine which specific and complicated steps are required to perform magic - you may wish to take inspiration from the various Blood Sorcery Rituals.

Important to all Hedge Magicians is the fact that they truly commit to believing in their tradition. A Hedge Magician needs to fully accept all sorts of folklore; 13 is an unlucky number, black cats spell disaster, throwing salt over your shoulder wards off evil spirits, and other such scraps of belief fuels these Numina. Should the character begin to waver in their beliefs, the Storyteller is encouraged to impose a dice penalty to rolls involving the casting of Rituals.

The Vampire's Perspective

To the kindred, Hedge Magic may seem similar to Blood Sorcery - it's even likely that the latter is simply a reworked form of it, if one is to believe the Tremere. Most kindred will likely never encounter a Hedge Magician, as they put much effort into staying hidden from the gaze of the undead; many fear the likely chance that the local Blood Sorcerers will find them to be prospective recruits for the Embrace. Hedge Magicians can be Embraced just like any other mortals, though the transformation into a vampire removes their ability to ever use Hedge Magic again. Still, previous mortal sorcerers often find that they have an easier time learning and comprehending the intricacies of Blood Sorcery, able to continue their arcane work in another form.

Outside of the Tremere, most vampires' only chance of seeing Hedge Magic in action is when employed by hunters. Many legendary vampire hunters have been said to be sorcerers themselves, both there have been many lesser known cases of mortals using Hedge Magic as a weapon to tip the supernatural scales slightly. Thankfully, most government-backed supernatural task forces have yet to employ sorcery like this against the undead, though the Society of St. Leopold has been known to occasionally practice a Path known as *Theurgy*. A group known as the Arcanum has had some interest in researching vampires too, their scholars often knowing bits and pieces of sorcery themselves.

Acquiring and Mastering Hedge Magic

Though any mortal with enough time and talent may theoretically learn themselves some sorcery, it is a rare sight. It's a difficult and often mistrusted art, based on almost-forgotten folklore, superstitions and old wives' tales, typically requiring a skilled and patient teacher and an occult mindset that often clashes with modern sensibilities. Even among those that fulfil such criteria, these Numina are rarely present. For a mortal to acquire Hedge Magic, it often requires a mentor or library, the opportunity for which must always be approved by the Storyteller first.

Only mortals can learn Hedge Magic, although some beings may have powers which superficially resemble some Paths, and a Storyteller may allow such SPCs to use equivalent powers at their discretion.

Increasing one's rating in Hedge Magic does not automatically grant access to a new Path, though it opens the possibility to learn an additional Path at some point. A sorcerer may know an amount of Paths *up to* their rating in Hedge Magic, but learning a new one requires either a teacher that already knows that particular Path, or spend a considerable amount of time studying ancient tomes or other such rare sources. For mortal player characters, a level of Hedge Magic costs experience points equal to 8 times the level being bought.

Paths are not numbered in any linear fashion; a sorcerer may learn any path in any order they may wish. Paths are not learned through experience points, but rather through roleplay - the Storyteller should determine how much time and effort is appropriate for a Hedge Magician to properly grasp a new Path, as long as their dots in Hedge Magic allows it. Having access to a Library specialising in Hedge Magic or a mentor will of course ease this process.

The Paths

Usage of Hedge Magic will often require the mortal to make a *Numina Check*. When making a Numina Check, roll a single die, similar to a Rouse Check. Failure will result in the user spending 1 point of Superficial Willpower. Powers that require a Numina Check cannot be activated, should the caster's Willpower track be full of Aggravated damage.

Paths function similarly to the Rituals of Blood Sorcery, though each Path Ritual typically only takes 5 minutes to cast. Unless otherwise noted, casting such a Ritual requires the Magician to make a Numina check, after which they must succeed on an Intelligence + Hedge Magic test (Difficulty varying depending on the Path) to activate the Ritual.

PATHS	RITUAL POWERS
Alchemy	Create formulae with unique effects upon drinking.
Conjuration	Teleport or move prepared objects.
Cursing	Bestow misfortune on victims.
Divination	See the future.
Healing	Cure wounds and illnesses.
Necromancy	Communicate with the dead.
Theurgy	Exorcise or Ward against spirits.
Weathercraft	Create storms that also pacify the Restless Dead.

The Path of Alchemy

Alchemy is an arcane science like no other, seen by some Alchemists as a method of purifying the soul itself. Ultimately, the goal of alchemy has always been to achieve immortality; an impossible goal, yet it drives many Hedge Magicians to dedicate their lives to the complicated craft. It is most common within institutions such as the Arcanum, though scientific striving for perfection in both mind and body through alchemy may even be motivated by religion, such as attempts of gaining the power of the blood and body of Christ

- **Distillation:** Unlike other Paths of Hedge Magic, the Path of Alchemy involves the brewing of

alchemical concoctions, similar to the Fixatio method of Thin-Blood Alchemy. The Alchemist requires a suitable laboratory, with access to not only ingredients, but also equipment suitable for complicated chemistry. Working with unsuitable equipment may induce a two-die penalty to the Ritual roll.

Production of formulae takes time, typically requiring anywhere between a day and a week to produce, depending on the complexity and laboratory available. Should the Alchemist go out of their way to find rare or perhaps even magical ingredients, the Storyteller may add 1 or 2 dice to the Ritual roll, awarding creative and hard-to-get ingredients.

The resulting formulae are fixed, meaning that the Alchemist may carry them around with them on their person and imbibe them to activate their power. The Alchemist can carry a number of fixed formulae equal to their Wits or Dexterity, and can imbibe one formula per turn. Formulae may last an amount of weeks equal to the amount of successes on the Ritual roll.

A formula is good for a single use, and a character can only be under the effect of one formula at a time. Note that only the Hedge Magician that created the formulae can benefit from the positive effects; others will simply experience nausea.

- **System:** The formulae that the Path of Alchemy creates can be incredibly varied, allowing an Alchemist to create concoctions that, when imbibed, grants many different powers. Before making the Ritual roll, the Alchemist must decide what sort of effect they would like to create. Some examples of potential formulae are included below, but Alchemists should be encouraged to create their own effects, such as tranquilizers, powerful drugs, etc.

- **Poisons:** Make the Ritual roll against a Difficulty of 1. On a win, the formula gains the Poison effect from the *Tainted Blood* section (**Vampire: The Masquerade**, pg. 310), the effect lasting a number of scenes equal to the margin of success.
- **Healing Elixir:** Make the Ritual roll against a Difficulty of 2. On a win, the formula allows the drinker to immediately heal 2 Superficial Health damage, or 1 Aggravated damage on a

critical win. The Alchemist may only benefit from this healing once per session.

- **Increase Attribute:** Make the Ritual roll against a Difficulty of 3. On a win, the concoction may add one additional die to rolls involving a single Physical Attribute for one scene after being imbibed, the specific Attribute being chosen upon distillation. On a critical win, the bonus increases to two dice. Alchemists should be wary of distilling such unnatural potency, as rolling a 10 on a die granted by this formula will result in the drinker suffering 1 unhalved Superficial Health damage as the body is pushed past its limits. These bonus dice should be rolled separately or with visually distinct dice to make this easier to spot.
- **Duration:** One scene for a formula's effects, the formula itself lasting for a number of weeks equal to successes on the Ritual roll.

The Path of Conjunction

Pulling a white rabbit out of a hat or a specific card from seemingly nowhere are signature tricks of many stage magicians, and while most of such legerdemain is usually just done with clever usage of props and technique, there is some truth behind it. The Path of Conjunction allows the Hedge Magician to move around objects with their mind or even perform feats of teleportation.

- **Dice Pools:** Resolve + Hedge Magic
- **System:** To affect an object with this Path, the caster must perform the Ritual on the object in advance. Make the Ritual roll against a Difficulty of 2, the margin determining the effectiveness of the prepared effect. Especially skilled Magicians may also attempt to affect non-sapient creatures such as rabbits or dogs with this Ritual, though attempting to do so increases the Difficulty of the Ritual roll to 4.

The conjurer may prepare an object that comfortably fits within a number of cubic feet equal to their Hedge Magic rating, and the summoning range is a number of meters equal to five times the margin of success on their Ritual. Only one object may be prepared at one time, and preparing a new object overrides the preparation of the previous.

As long as an object remains prepared, and both

object and summoner remain in summoning range, the conjurer may summon the object. This involves either teleporting it to any other point within line of sight and summoning range, or causing the object to float to another point within this range. Such movement is swift, but not quick enough to injure a person. The conjurer may slow down the movement or even keep it suspended in mid-air, requiring a Resolve + Hedge Magic (Difficulty 3) roll every turn they wish to maintain the effect.

- **Duration:** The preparation lasts for up to one scene, though a critical win allows the user to keep the object prepared for the rest of the session.

The Path of Cursing

The curse is the most ancient and feared form of magic. Also known in some cultures as a "jinx" or "hex", the intent of a curse is to cause bad luck and misfortune in any way, shape or form. The Hedge Magician focuses all their hatred at the victim, releasing it in the form of harmful energy. The Path of Curses takes a toll upon the human soul, the hate and anger that fuels this magic rarely lets the practitioner live a happy life. Some may even invoke their curses through their faith, praying for vengeance for someone's sins.

- **Dice Pools:** Intelligence + Hedge Magic vs Resolve + Occult
- **System:** To use this Path, the Hedge Magician must have seen their intended target within the past day or night. Instead of the usual Ritual roll, the caster may then make a contested roll of Intelligence + Hedge Magic vs Resolve + Occult (which can be substituted with Auspex or Hedge Magic) of the victim. On a win, the curse lasts for one night, plus a number of additional nights equal to the margin of success, afflicting the target with terrible luck.

For the duration, the victim suffers a -1 die penalty in a specific category of dice pools (Physical, Social or Mental), the manifestation of the misfortune reflecting the specified category. For example, the victim may have their foot run over by a motorcycle, embarrass themselves in public, or catch an illness. Should the Ritual roll result in a critical win, the penalty increases to -2 dice. In a conflict, whether Physical or Social, the victim may spend 1 Superficial Willpower to ignore the curse for the remainder of the conflict.

Alternately, this Path may be used to banish a curse from another person. The caster makes the

Ritual roll against a Difficulty equal to 1 + the number of successes rolled for the original casting of the curse. On a win, the curse is dispelled. If the Storyteller deems it appropriate, the Hedge Magician may instead make the Ritual roll at a Difficulty of 3, reducing the remaining duration by a number of nights equal to the margin of success, by and to a minimum of one. A curse can only be relieved in either way once.

Curses are subtle, and may be tough to differentiate from just a bad day. After experiencing the penalty on a roll, the victim can roll Intelligence + Occult (which can be substituted with Auspex or Hedge Magic) against a Difficulty of 3 to figure out that they've been cursed.

- **Duration:** One night, plus a number of additional nights equal to the margin of success.

The Path of Divination

From old wise women in tents giving readings for a cheap price to priests listening for signs of what is to come from their gods, the art of predicting the future is sought after by many. Some think that the Path of Divination allows Hedge Magicians to commune with entities from beyond or perhaps even receiving signs from God, while others see it as tapping into the fabric of luck and fate. Regardless of the truth, it allows the Hedge Magician to find out that which has yet to transpire. There are many methods and techniques for performing Divination, reflecting the cultural origin of the Hedge Magician's abilities. Some may use cards, while others may read tea leaves or animal guts.

- **System:** The caster makes the Ritual roll against a Difficulty of 2. Should they succeed, they may ask a single question regarding the future, typically one that either informs an important decision or the near future of a specific individual within visual range of the caster. The number of successes determines the level of insight on things to come, and how precise said information will be. Without a good amount of successes, the knowledge or clues that this Path offers is vague at best or misleading at worst.

Mechanically, this Path functions similarly to the Auspex power of Premonition (**Vampire: The Masquerade**, pg. 249), though it must always be intentionally triggered by the caster, who may be more direct in regards to what information they would like answered. This Path functions best as an

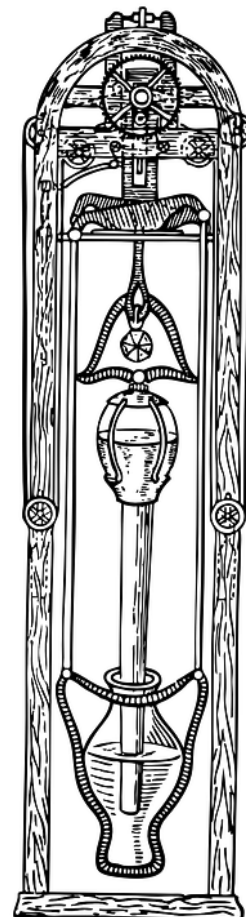
augury when making decisions, or figuring out how to achieve a goal.

Should a player use this Ritual, Storytellers would be advised to consider both what the caster intends when asking the question, and what would be most helpful in guiding along the narrative. Some paths of fate may lead to the right result, but the consequences of doing so could be unsafe or the journey there might be directly harmful, should the caster not achieve enough successes. The suggested limit is no more than one divination per scene, even if more than one character knows the Path of Divination.

- **Duration:** One turn

The Path of Healing

Healing the sick and injured has since the dawn of humanity been perhaps the most important skill possessed by the spiritual leaders of any ancient culture, the wise healer serving an important role through history. The modern Path of Healing combines both modern sorcery and ancient wisdom, performed through techniques like praying, meditation, massage etc.



- **System:** The caster lays at least one hand on a living creature and makes the Ritual roll against a Difficulty of 2. On a win, the target restores a number of Superficial Health damage equal to the margin of success. Attempting to heal oneself increases the Difficulty by 3.

Alternately, the caster restores one Aggravated Health damage for every three successes in the margin. Such powerful sympathetic healing comes at a price, as each Aggravated Health damage healed deals an equal amount of non-halved Superficial Health damage to the caster. This damage cannot be healed through uses of this Path.

Should the Magician wish, this Path may even be used to fight disease and illnesses. The Storyteller determines the Difficulty of such healing; curing the flu may only require a single success on the margin, while chronic or acute illnesses may require 4 or more.

If the caster spends a whole hour instead of the usual 5 minutes, reduce the base Difficulty of the Ritual roll by 2, to a minimum of 0.

Performing such miracles can be taxing. If the caster uses this power more than once in the same day or night, they suffers one point of Superficial Health and Willpower damage each additional time, as they take on the burden of so many charges. Increase the Difficulty by 1 for each consecutive attempt.

- **Duration:** One turn

The Path of Necromancy

Most would agree that the dead are supposed to stay dead, yet these dark arts allows Hedge Magicians to manipulate the forces of death, though at a terrible price. Though learning and using this Path is unnervingly simple, one merely needs to create a magical tool from the remains of a deceased family member, those who practise the Path of Necromancy are slowly consumed by negative emotions and crushing madness. Still, even some faithful *Theurgists* perform Hedge Magic very similar to the Path of Necromancy, explaining their communication with the souls of the departed as merely an extension of their own spiritual practices.

- **System:** Make the Ritual roll against a Difficulty of 2. On a win, the caster gains the ability to see, hear and speak to any wraiths in their vicinity, and may add an additional die to all Intimidation or

Subterfuge rolls against wraiths. On a critical win, this bonus increases to two dice.

Once a caster has done this part of the ritual, should they have access to a wraith's fetter and possess their true name, they may also attempt to summon it with an additional Numina Check. If so, make another Ritual roll against a Difficulty of 4. On a win, the ghost is summoned to the caster's location. The pull of the fetter does not instantly transfer the wraith to the caster's location, so the necromancer may have to wait some time for them to make the journey if they are far away. Once summoned, the wraith has no obligation to serve the caster, and will be allowed to leave after a scene. This power effectively mimicks the *Summon Spirit Ceremony of Oblivion (Cults of the Blood Gods, pg. 209)*, and Storytellers should be encouraged to consult that book for more detailed information.

Performing feats of such dark magic requires some sacrifice on part of the caster. When failing a Numina Check to activate a necromantic power, the Hedge Magician takes 1 point of Superficial Health damage instead of the usual Willpower damage. Additionally, should the mortal necromancer fail their roll to activate one of these powers, they experience crushing anguish and brief yet violent madness, taking 1 point of Aggravated Willpower damage. If the caster is a player character and are using any variant of Humanity which caters to mortal player characters, a failure also causes a Stain.

- **Duration:** One scene

Theurgy

Not all Hedge Magic derives from pagan legends and folklore, neither is all Hedge Magic inherently evil. Practised by rare yet dedicated Theurgists within the Society of St. Leopold, some have discovered an ancient Path that follows the idioms of the Christian Church, banishing the wicked spirits in the service of God. Yet still, many Inquisitors mistrust such 'holy' Hedge Magic, the sceptics proclaiming it is no different than other forms of unholy magic that deal with evil spirits. Those Inquisitors that have gained official sanction to perform the occult arts are known as the despised "*Judas Witches*." Though these witches may also specialize in other Paths, the Society will usually still use Theurgy as a general term for all Hedge Magic.

This Path is not to be confused with the Numina of True Faith, as it - like all other forms of sorcery - requires teaching and ritualistic methods, but can theoretically be achieved by any faithful who commits themselves to it.

- **Dice Pools:** Warding Circles require Intelligence + Hedge Magic vs Willpower. Exorcisms require Resolve + Hedge Magic vs Composure + Resolve
- **System:** A Theurgist may defend against spirits in two different ways: Warding or Exorcism, each method having different functions.
 - **Warding:** A skilled Theurgist may attempt to ward an object or area from intruding spirits. Mechanically, this involves making Wards like one would with Blood Sorcery (**Vampire: The Masquerade**, pp. 275), though though doing so has some base requirements. To create a regular Ward Against Spirits, the Theurgist must possess at least 2 dots in Hedge Magic, making the Ritual roll against a Difficulty of 3. To create a Warding Circle Against Spirits, a minimum 4 dots of Hedge Magic is required, the caster making the Ritual roll against a Difficulty of 5. As per usual, an object may stay Warded until physical destruction, while a Warding Circle only lasts a day unless rolled at +2 Difficulty, at which point it lasts for a year and a day. Warding Circles take 8 hours to cast.
 - **Exorcism:** Should the Theurgist encounter a person that has been possessed by a spirit, they may attempt to banish it from whence it came. Instead of the usual Ritual roll, the exorcist must make a contested Resolve + Hedge Magic vs the spirit's Willpower. On a win, the spirit is expelled from the body, unable to take control of that same person again for the following week. On a critical win, the spirit is not simply expelled, it is either banished to whatever plane it came from or completely destroyed, depending on the type of spirit in question.

In the cases where the spirit has been actively placed inside the body through other magical means, such as through Oblivion Ceremonies like *Host Spirit* or *Lazarene Blessing* (**Cults of the Blood Gods**, pp. 211-214), the Storyteller may determine that it is the vampire that rolls in the contest against

the exorcism, using their Oblivion Ceremony roll to defend. If both the vampiric necromancer and wraith likewise wish to resist the exorcism, use whichever dice pool is higher, adding a bonus of two dice.

- **Duration:** Warded objects last until the object is broken or destroyed, Warding Circles last for a day, or up to a year and a day. An Exorcism lasts for one week.

The Path of Weathercraft

Also simply known as *Whistle*, this Path allows a Hedge Magician to 'whistle up a storm', creating precipitation from seemingly nowhere. To some practitioners that follow older traditions grounded in folklore, this power will quite literally require the Magician to whistle. This limited weather control can be used to water gardens, but also has the curious side-effect of making wraiths freeze in place.

- **System:** Make the Ritual roll against a Difficulty of 2. A win allows the caster to conjure forth a storm, with a radius in meters equal to 20 times the successes on the roll. The margin of success also determines the intensity of the storm; a single success may only create a steady rain, three successes may result in a thunderstorm, while six or more creates a gale with hail and high winds of monumental proportions, enough to cause actual property damage in the area.

This power goes beyond mere weather control though. For whatever reason, ghosts that find themselves in the radius become docile, and will not attack unless in self defense. Even those Spectres consumed by their 'Shadow' will be brought to reason. On a critical win this effect becomes much more potent, completely forcing all Restless Dead to flee the radius or be ripped apart, with Spectres facing immediate destruction. Should a ghost resist this magic, they must make an opposed roll of Stamina + Resolve to ignore either effects.

- **Duration:** The storm lasts for up to one hour unless ended early voluntarily, but can be taxing on the caster. For every 10 minutes spent concentrating on keeping the effect active, the caster must make an additional Numina check.

Sorcerer Societies

Though many Hedge Magicians tend to work independently, the requirement of a form of teaching usually also creates an incentive to create groups that dedicate themselves to teaching the secrets of the occult to their members. Most 'societies' of sorcerers are merely families with many centuries of magical tradition behind them, passing down their secrets from parent to child, while other groups are merely local cults. Yet still, some societies go far, far beyond such levels.

Presented here are some of the larger secret societies of Hedge Magicians that are most likely to encounter vampires, either due to long-lasting rivalries or sheer occult curiosity.

The Arcanum

A global secret society of mortal scholars of everything supernatural, the Arcanum are always looking for esoteric lore and artifacts. Their agents, known as Arcanists, are often trained as Hedge Magicians, occasionally acting the role of both hunters and field researchers. They specialize in infiltrating other cults and organizations that have rumored supernatural connections.

The Arcanum also holds some interest in vampires, though they know not to meddle too much with the matters of Kindred, as getting too close often leads to danger of death or disappearance. Due to their tendency to peer past the Masquerade, the Camarilla has barred all Kindred from interacting with the Arcanum.

For more information on the Arcanum, along with a Loreshet for player characters to be part of this society, [Alratan's Fragile Morality](#) (pg. 54) is recommended.



The Cult of Isis

Founded in Ancient Egypt, the Cult of Isis is a mystical tradition with a long and mysterious history that intertwines with that of the Church of Set. Rumored to be custodians of some secret magic that can grant immortality, the cult is locked in an eternal conflict with the Setites, directly opposing them wherever they can. These nights, the Cult of Isis is small and fragmented, but their war against Set makes them one of most commonly encountered societies from a kindred perspective.

The Judas Witches

As True Faith has become increasingly rare in recent nights, the Society of St. Leopold have been under pressure. With the succession of a new Inquisitor-General, a new order within the Society known as the Judas Witches has been created, officially sanctioning the use of Theurgy - and perhaps even other Paths. Being granted the *Disciplina Arcani* from the Inquisitor-General herself, these Hedge Magicians cannot be punished or detained for occult study or the use of Numina.

Despite having expertise in the occult and being under increasingly strict control, many other Inquisitors despise the Judas Witches, believing that such heretic arts cannot be trusted.

The Order of Hermes

Perhaps the most powerful society of Hedge Magicians - and more importantly, Awakened Magi - on the planet, the Order of Hermes are guarded with their many arcane secrets. Practising Hermetic magic and philosophy while being split into many smaller Houses, those that learn of the Order of Hermes might find many similarities between them and the Tremere, who are said to have been Hermetic Magicians themselves in ages past.

The end-goals of the Order of Hermes are strange and inscrutable, taking in and training many a young Hedge Magician in hope that they may one day awaken to a higher level of understanding. They do not typically have much interest in Kindred, though their spiteful rivalry with the Tremere wherever they meet has over the years broken into many smaller, local wars of sorcerer against sorcerer.

Sorcerer Antagonists

Included here are some examples of non-player characters, for Storytellers to insert archetypical Hedge Magicians into your Chronicles.

Arcanist Field Agent

Part scholar & part researcher, this globe-trotting member of the Arcanum travels the world, searching for occult secrets wherever they may be - yet such curiosity can be dangerous, and getting a peek into the machinations of vampires may be too tempting to pass.

Attributes: Strength 1, Dexterity 1, Stamina 2; Charisma 2, Manipulation 1, Composure 3; Intelligence 3, Wits 4, Resolve 1

Secondary Attributes: Health 5, Willpower 4

Skills: Craft 1, Drive 3, Firearms 1, Melee 1; Etiquette 3, Insight 2, Persuasion 2, Streetwise 1; Academics 4, Awareness 2, Investigation 4, Occult 3, Science 3, Technology 2

Numina: Hedge Magic 1 (Alchemy)

Mad Cultist

The secrets of Hedge Magic has many times fallen into dubious hands, wielded by those mortals that seek to control others through fear and faith. Using their dark tricks as a show of miracles, such cultists only teach their secrets to those deeply initiated into their sect. In some cases, dark Hedge Magic may even be taught within vampiric blood cults, leading to Hedge Magicians directly serving vampiric cult-leaders.

Attributes: Strength 2, Dexterity 1, Stamina 2; Charisma 1, Manipulation 3, Composure 1; Intelligence 2, Wits, Resolve 3

Secondary Attributes: Health 5, Willpower 4

Skills: Craft 1, Firearms 1, Melee 3, Stealth 2; Insight 2, Intimidation 3, Leadership 3, Persuasion 1, Subterfuge 2; Awareness 1, Investigation 1, Occult 2

Numina: Hedge Magic 2 (Cursing, Necromancy)

Judas Witch

A member of the enigmatic Society of St. Leopold, this Inquisitor specializes in aiding their organization fight the undead of all kinds, including both ghosts and kindred. As True Faith have come in short supply, this relentless theurge has finally been given the mission of aiding the Second Inquisition with their mystical talent.

Attributes: Strength 3, Dexterity 1, Stamina 2; Charisma 1, Manipulation 1, Composure 2; Intelligence 3, Wits 1, Resolve 4

Secondary Attributes: Health 5, Willpower 6

Skills: Athletics 2, Brawl 1, Drive 1, Firearms 3, Melee 3; Intimidation 2 Persuasion 2, Streetwise 1; Academics 3, Awareness 4, Occult 4, Investigation 3, Politics 2, Science 1

Numina: Hedge Magic 3 (Theurgy, Divination, Necromancy)

Pagan Witch

Whether they are the last link in an ancient family of Hedge Magicians that has traditionally taught their superstitions from generation to generation, or a Neopagan that has somehow uncovered sorcery that reflects the old ways, this witch has dedicated much of their life to fully embrace the New Age lifestyle.

Attributes: Strength 2, Dexterity 3, Stamina 3; Charisma 2, Manipulation 2, Composure 4; Intelligence 4, Wits 5, Resolve 5

Secondary Attributes: Health 6, Willpower 9

Skills: Athletics 2, Brawl 2, Craft 3, Larceny 2, Stealth 2, Survival 4; Animal Ken 5, Insight 3, Intimidation 3, Investigation 3, Persuasion 2, Subterfuge 2; Awareness 3, Medicine 4, Occult 4

Numina: Hedge Magic 4 (Cursing, Divination, Healing, Weathercraft)

Hermetic Master

A so-called high ritualist, this old yet mighty wizard knows secrets that others would risk their lives for. Incredibly rare, such a master of Hedge Magic is almost surely part of a greater organization such as the Order of Hermes, their grasp over the magical arts and insight into the occult has granted them much fame in such secret circles.

Attributes: Strength 2, Dexterity 3, Stamina 2; Charisma 3, Manipulation 4, Composure 5; Intelligence 5, Wits 4, Resolve 5

Secondary Attributes: Health 5, Willpower 10

Skills: Academics 5, Awareness 3, Finance 1, Investigation 2, Medicine 2, Politics 1, Occult 5, Science 2, Technology 1; Athletics 1, Craft 3, Drive 1, Firearms 1, Melee 1; Etiquette 3, Insight 4, Intimidation 4, Leadership 4, Performance 3, Persuasion 4, Streetwise 1, Subterfuge 3

Numina: Hedge Magic 5 (Alchemy, Conjuraton, Divination, Healing, Weathercraft)